

# YOSR BEN NAGRA

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# Full-Stack Developer

## Summary

Full-stack developer with internship experience building React/Angular frontends and Java/Python backends. Designed REST APIs, integrated AI features using Hugging Face, managed databases (MongoDB, PostgreSQL, MySQL), and automated CI/CD with Docker and Jenkins. Collaborative, detail-oriented, and fluent in English and French.

## Education

### Bachelor's Degree in Engineering

Sep 2020 - Jun 2025

Private Higher School of Engineering and Technology (ESPRIT), Tunis, Tunisia

## Skills

**Frontend:** React, Angular, TypeScript, JavaScript (ES6+), HTML5, CSS3

**Backend & APIs:** Java, Python, Spring Boot, Flask, Node.js, NestJS, Express, RESTful APIs, GraphQL

**Databases:** MongoDB, PostgreSQL, MySQL, Oracle

**DevOps & CI/CD:** Docker, Jenkins, GitHub Actions, GitLab CI, Vercel, CI/CD, Containerization, Maven

**Quality & Testing:** Test Automation, Unit Testing, Integration Testing, React Testing Library, Jest, JUnit

**Collaboration:** Agile/Scrum, Documentation, Code Reviews, Git, GitHub

## Experience

### Full-Stack Developer Intern (End-of-Studies Internship)

Feb 2025 – Aug 2025

IT Serv

- Designed full-stack web platform integrating AI, DevOps, and RAG
- Implemented AI-powered symptom checker, doctor blog, patient forum, admin dashboard
- Fine-tuned AI model and set up CI/CD, containerization, and monitoring

*Keywords: ReactJS, Flask, MongoDB, Python, Hugging Face, Docker, Jenkins*

### Full-Stack Developer Intern

Jun 2024 – Aug 2024

IronByte

- Developed educational web application with assignment submission and lesson sharing
- Added timetable creation tool improving scheduling efficiency

*Keywords: NestJS, ReactJS, MongoDB, TypeScript, JavaScript*

### Full-Stack Developer Intern

Jul 2023 – Sep 2023

Ooredoo Tunisie

- Built internal communication app with real-time chat, filtering, and search
- Delivered UX/UI design and unit/integration tests

*Keywords: Spring Boot, Angular*

## Projects

### Shape Blaster — Mobile Game

Aug - Sep 2025

Personal Project

- Developed 2D puzzle game where players place shapes to clear horizontal and vertical lines
- Implemented shape spawning system and placement logic to handle strategic positioning and line-clearing mechanics

*Keywords: Unity, C#, Mobile Development, Game Design*

### Collaborative Document Platform

2023 - 2024

Academic Team Project — ESPRIT

- Developed Notion-like application with real-time collaboration and document sharing across groups and users

*Keywords: React, TypeScript, NestJS, WebSockets, Jest, GitHub Actions, Vercel*

### Construction Management System

2022 - 2023

Academic Team Project — ESPRIT

- Developed desktop application for construction company managing inventory, staff, materials, and deliveries

*Keywords: Qt, C++, Desktop Application, Database Management*

## Languages

Arabic (Native) | English (Fluent) | French (Fluent)